





















YOU ONCE TOLD US THAT IN A WORLD OF

MONSTERS, PARANOIA

IGN'T JUST NECESSARY, IT'S MANDATORY.







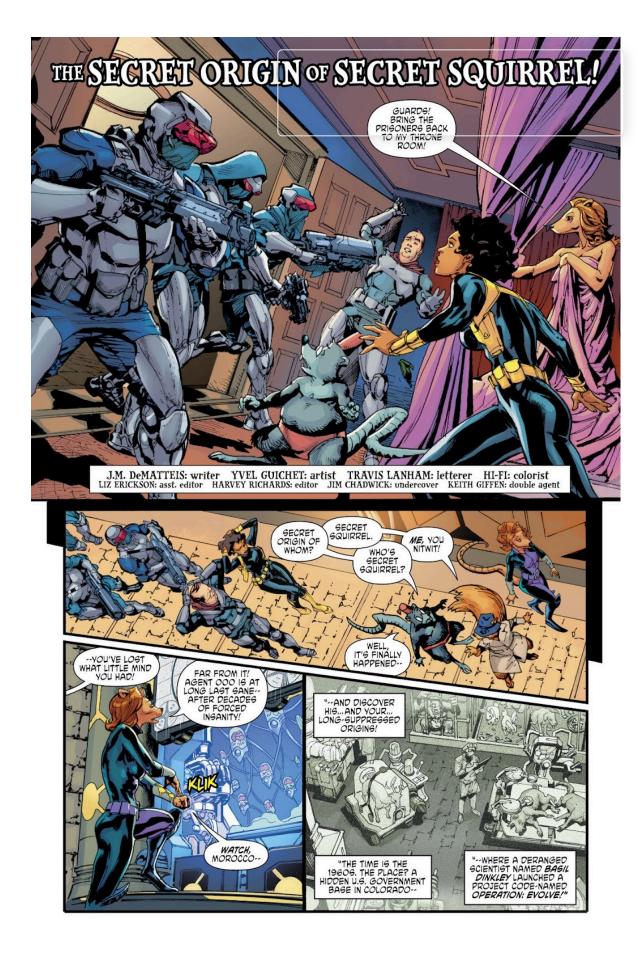




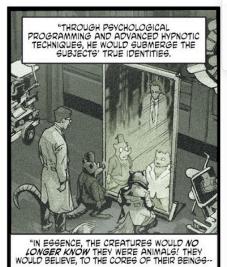










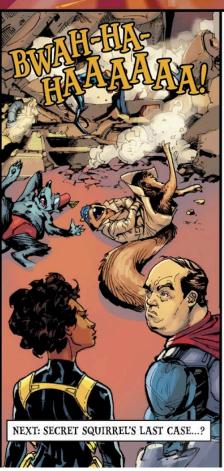










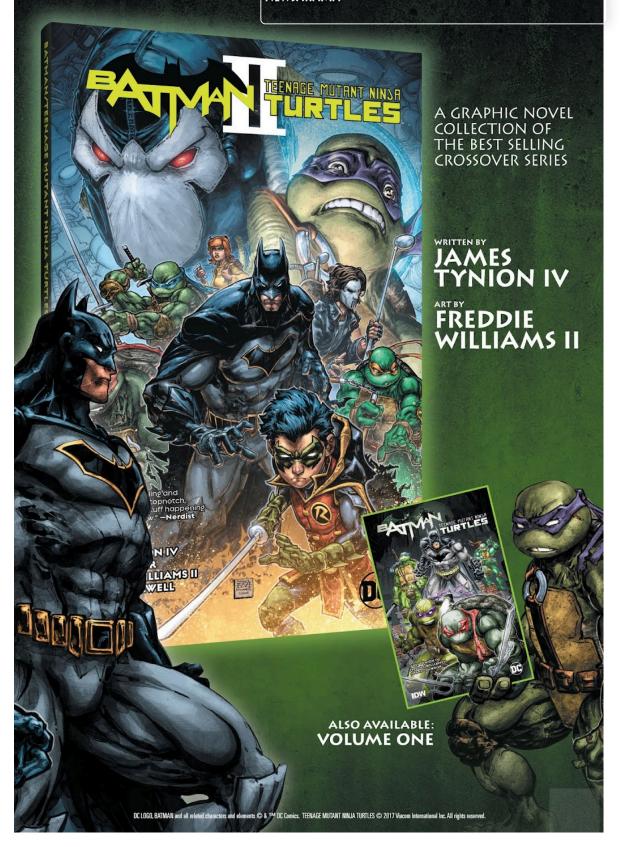




"AN ACTION-PACKED SLICE OF FAN SERVICE THAT'LL MAKE YOU SAY COWABUNGA!"

IDW

NEWSARAMA





FORTRESS OF ATTITUDE

Superstar artist Ivan Reis cracks open his SUPERMAN #1 sketchbook for an inside look at the newly relocated and redesigned Fortress of Solitude

With all the twists and turns in Brian Michael Bendis' work on Superman, the writer's most controversial move may be where he's placing the Fortress of Solitude. After the Kryptonian getaway in the Arctic was demolished by Rogol Zaar in the MAN OF STEEL miniseries, Bendis and series artist Ivan Reis established a new Fortress far from its frigid, snow-covered origins and into an even more remote and mysterious locale—the Bermuda Triangle.

Once the seed of the new Fortress took root, the superstar penciller couldn't help but start sketching out ideas, creating a new Fortress for a new age of the Man of Steel.

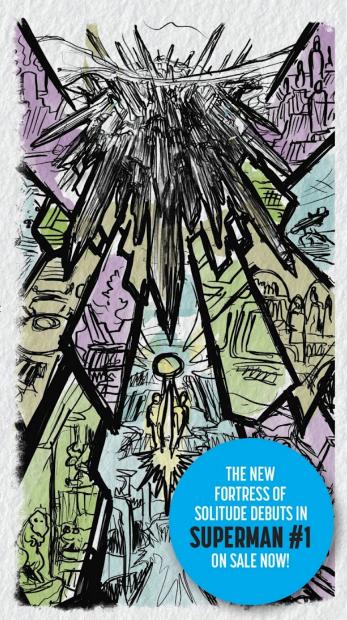
TIP OF THE ICEBERG "My first idea was to have it above the sea level, but I decided to make it a giant, iceberg-like structure where you only see part of it on the surface," Reis explains.

WIDE-OPEN FLOOR PLAN "When you enter the Fortress, the first space is a huge, empty area with just the statues of Kal-El's parents," notes Reis. "There is no walkway, only a big room with different floors and levels, just like the classic movie from 1978. Superman can fly, so walkways would be pointless."

NATURAL TECH Reis explains: "We are part of a technology-oriented generation, surrounded by screens and cutting-edge designs. Entering the Fortress, we would be confronted with this ultimate riddle: the technology is there, but we just can't see it because it is 'hidden' in the form of nature. No buttons, no touchscreens-not intuitive for a regular human being."

NOT THE BATCAVE It was tough for Reis to narrow down exactly what he wanted inside the new space. But it was much easier for him to figure out what he didn't want.

"The main challenge was not to make it a clean version of the Batcave," admits Reis. "In most versions of the Batcave, you can see everything from any point you stand: the giant penny, the dinosaur, the Batmobile, the computer. That doesn't apply to the Fortress. The Fortress is bigger and more mysterious."



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